

# DETECTORISTS

## THE BIG RALLY

**RULES  
OF PLAY**  
Quick Guide

### The Object of the Game

To be the detectorist who unearths the most valuable objects that lie hidden in the fields at the The Big Rally. Most of these objects, called "Finds" have a points value and the more historically interesting, precious or rare the Find is the more points they are worth.

### Play

Players roll the dice and move around the Find Spots where the Finds are buried and the player who at the end of the Rally has gained the highest score by detecting and unearthing the best of them is the winner. Simple? Well Yes and er No because....

- **Gambit Cards** – Players start their turn by drawing a Gambit Card. These cards reflect all the good and bad things that happen to detectorists when they're out detecting. For example: Are you the numpty who has to waste time going back to your car because you forgot to charge your detector's batteries? Or, are you the person who has local knowledge about the history of the area which gives you the edge to know which field to search first? Gambit Cards also provide the means to employ tactics that will help decide what type of Big Rally its going to be for you! Then there's the Grot....
- **Grot** – This is all the metallic rubbish a detectorist often digs up that lies buried beneath our feet. This includes old horseshoes, bits of farm machinery or modern trash such as ring pulls, silver paper, bottle tops, etc. This is known by detectorists as "Grot" and has **zero** points value but the player unearthing it has to keep them in their Finds Bag and that can cause problems later on. Oh and there's also the **Nighthawk** to worry about...
- **The Nighthawk** – The Nighthawk moves around the fields mostly at night and poaches the Finds. Will they steal all the best Finds before you've had a chance to detect them? Lastly, there's the farmer's **Angry Bull** 😡

### Set Up

1. Lay out the 6 sections of the Game Board making up the five fields. Each field has a trail of circular Find Spots.
2. The Finds are double sided with grass on one side and the Find on the other so when placed grass side up on the Find Spots they all appear identical.
3. Place all of the Finds grass side up on the table and mix them up then, without any player seeing them first put three in the Nighthawks Loot Bag and one grass side up on every Find Spot.
4. Spare Finds go back into the Game Box without any player seeing what is left out.
5. Shuffle the Gambit Cards and place them face down next to the Game Board then do the same with the **Question Cards**. (Multi-choice history questions are required to be answered when a Find has a value of more than 10 points).
6. Players have their Finds Bag in front of them and place all of the Finds they unearth into it.

### End of the Game

The Big Rally can end in one of 3 ways:

- When one or more players have reached 150 on the score track during a round.
- When an agreed length of time has elapsed (for example 90 mins).
- When all of the Finds have been unearthed (excluding those that remain under obstructions or in a field that is out of bounds). In each case the round must be completed with all players having had their turn.

### The Big Rally has ended but who is the Winner?

Begin with the scores on the score track then apply the following:

- Deduct 2 points for every item of Grot a player has in their Finds Bag.
- Deduct 2 points for every Gambit Card a player still has in their hand.
- Add on any bonus points a player has for sets of Finds. (See **Table of Points and Bonuses**).
- The person with the highest score is the **Champion Detectorist!**